

OUTLAW GOLF

TIPS

1. GAME TUTORIALS:

To access Tutorials, hit the START button and choose Options. From the Options menu choose the Tutorials option. See page 24.

2. OUTLAW RANGE:

The Outlaw Range is part of the Tour Mode. See page 9.

3. EVENT DESCRIPTIONS:

Hit the X button to get event descriptions in Tour Mode. See page 9.

4. CAMERA ANGLES:

Hit the B button to change camera angles. See page 20.

5. PUTTING GRID:

Hit the White button to bring up the putting green grid. See page 17.

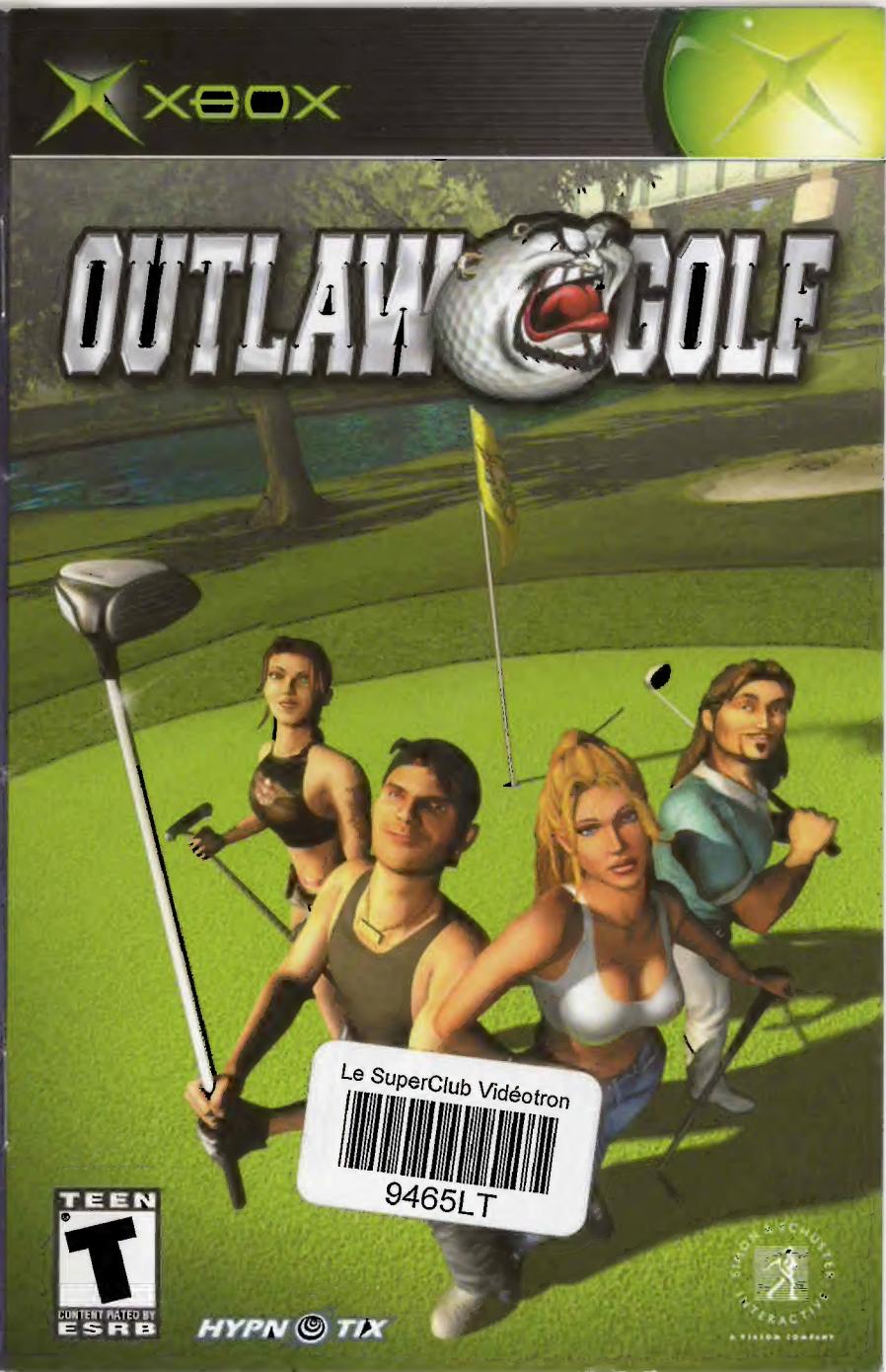
6. TAUNTS:

Hit the A button to taunt opponents who are preparing to shoot and to make their controllers shake. See page 20.

7. MULLIGANS:

are for losers.

0-7435-0849-1



Using the Xbox Controller



1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Outlaw Golf.

BASIC CONTROLS

CONTROLS

GENERAL



LOADING AND SAVING GAMES

When you start Outlaw Golf, load your previously saved games, particularly if you plan to play in Tour Mode. Load your saved game from your Xbox or memory card as shown below. If you plan to use your saved game on another system, create a game and save it to a memory card. Otherwise, you can use the Memory setting on the Xbox™ Dashboard to copy a saved game from the Xbox Hard Disk to a memory card.



INTRODUCTION/KEY FEATURES

Competition is fierce and caddies are in constant mortal danger as you beat them with your iron to raise your spirits and lower your score in this no-holds-barred golf game. With a hardcore physics engine that shows details from a blade of grass to the reflections seen in your club as it bounces off your caddy's head, this take-no-prisoners game features interference from other golfers, environmental hazards, and female caddies who tee your balls and hold your woods. OUTLAW GOLF—it's a full-contact sport!

KEY FEATURES

- **10 unique characters**, each with a different caddy
- **Tutorials**—located in the Options Menu, which can be accessed by choosing “Options” after pressing the START button
- **Exhibition Mode** features 8 different types of golf for 1-4 players.
- **Tour Mode** offers 30 events on 3 courses—unlock more characters, clubs and balls.
- **The Outlaw Range** (located in the Tour Menu) offers 12 different games—win them to improve your character's statistics.
- **Game difficulty** varies depending on play—play badly and the game gets harder, play well and the game gets easier—beat your caddy to improve your composure.
- **Play 1-4 players**, with only one controller required.



Game Modes

Outlaw Golf offers Exhibition Mode, Tour Mode, and the Outlaw Range. Each offers unique features.



Exhibition

Exhibition Mode features 8 different game types described on the next page. These are designed for 1-4 players, and do not affect your character's permanent statistics. Use this mode to play games with friends or against computer opponents.



EXHIBITION GAME TYPES

- 1. Stroke**—1-4 Players—Traditional Golf. Counts number of shots over each hole and course. Lowest score after 18 holes wins.
- 2. Match**—2 Players Only—Scored by counting holes won by each player, rather than by overall stroke score. Thus, the game can end before 18 holes, whenever one player clinches the majority of holes.
- 3. Skins**—2-4 Players, no teams—Players get money for winning holes. Whoever has the most money at the end of 18 holes wins.
- 4. Best Ball**—4 Player team play—Scored stroke-style. Both team members shoot the entire hole, and team the takes the best score for that hole. The best overall score wins.
- 5. Scramble**—4 Player team play—Scored stroke-style. Similar to Best Ball except that each team uses its best shot after every stroke.
- 6. My One and Only**—1-4 Players—Scored stroke-style. Each player chooses 1 club and a putter and attempts to shoot the lowest score over 18 holes. Composure and Beatings do not apply in this mode.
- 7. Casino**—2-4 Players—Each player bets \$1 on each shot, and has the option to stay in or drop out after each shot. The hole winner takes the pot, and if there is a tie, the money carries to next hole, and all players are again eligible. Players who drop out at any time on a hole come back in on the next hole. Whoever has the most money at the end of 18 holes wins.
- 8. Time Attack**—1-4 Players—Players win holes by finishing each hole as fast as possible, no matter how many strokes are taken. Win by finishing 18 holes faster than other players. Composure and Beatings do not apply in this mode.

Tour Mode

Tour Mode offers 30 different events on 3 courses. Complete events to unlock new characters, clubs and balls. Get event descriptions by hitting the X button when the event is highlighted. Note that in Skins events the winner is determined by money won. If two players win the same amount of money, the winner is determined by the number of skins won. If both players have the same amount of money and skins, the human player will still qualify.



Outlaw Range

Use the Outlaw Range to practice shots and improve your character's statistics. Complete 12 different games to upgrade your character's distance, accuracy, composure and control. Each game won gives you points to distribute, as shown below:



You may need to unlock better clubs in Tour Mode to successfully complete some Range events. Also, characters unlocked in Tour Mode will be able to participate in Outlaw Range games.

SELECTING CHARACTERS, CLUBS AND COURSES

Player Setup

Choose the number of players and controllers in this screen:



Select the controller and player using the Left Thumbstick or the D-Pad. Note that more than one player can share the same controller.

Remember that Tour Mode is only available for one player, so this screen does not come up.

Computer-controlled players

Select the CPU icon, shown above for Player 4, to have computer-controlled players in some or all of any remaining slots for a game. Note that Tour Mode automatically creates computer-controlled players.

Selecting Characters

The Character Selection screen looks like this:



Navigate through Character choices using the D-Pad or the Left Thumbstick. Left and right change selected golfers and up and down select different character outfits. Play Tour Mode to unlock other characters.

Each character has different attributes: distance, accuracy, composure and control. Improve your character's attributes by completing games in the Outlaw Range.

Also, hit the X button in Tour Mode to see a character's overall performance.

Finally, remember that each character has a different caddy.

Tees

Use the X button to toggle between the front, middle and back tees. Front tees are easiest, while the back tees are hardest. Note that this option is available only in Exhibition Mode.

Load Data

You can import game data to use other characters and equipment from the hard drive or a memory card. The load screen from a memory card is shown below:



Selecting Clubs

Choose your clubs and balls in the Equipment Screen, shown below:



Note that each club and ball has a description listing strengths and weaknesses. Unlock better clubs and balls by completing Tour Events.

Select Courses

Select from one of the three courses below.



Turnpike Valley Country Club

Break out those clubs and balls 'cause it's time to head for the lush rolling fairways, perfectly manicured greens and majestic graffiti-tagged highway overpasses of this totally whacked championship golf course. Just remember not to breathe too deeply or you'll be coughing up the taste of New Jersey for the rest of the month.

Crusty Leaf Country Club

Welcome to the Crusty Leaf Country Club...where golf and the state of Virginia go together like moonshine and a hillbilly's liver. Hop in your golf cart and take in the splendid tree-lined fairways, the 18 luxurious grassy greens and the creepiest backwoods trailer park this side of the Mason Dixon line. Word to the wise: Don't feed the one-armed man playing banjo.

El Diablo Country Club

Bring plenty of sunscreen and a boatload of rattlesnake repellent 'cause this hellacious golf course in the middle of the desert will absolutely scorch your balls. The pros have rated this course as the number one place to play if you love a good challenge or you're just short on brain cells.

PLAYING THE GAME

At the beginning of each round, the announcer will introduce the course and golfers. Each hole will begin with a flyby, which shows the layout of that hole. Skip the introductions and flybys by hitting the A button. Flybys may also be turned off in the Options Menu.

Game tutorials are available—choose Tutorials in the “Options” menu (hit the START Button while in a game to access Options).

Swinging the Club

1. The game screen contains the character's name and the player number and stroke in the upper left corner. Wind is shown in the upper right, and the club name, club selected, club yardage and swing percentage are shown in the lower right corner. The ball hit point and lie are shown in the lower left graphic.



2. Use the D-Pad (up and down) to change your selected club. Note that the yellow arc, which indicates your shot trajectory, changes as your club changes.
3. Move the Left Thumbstick to move your shot to the left or right. If the shot arc turns red your shot is obstructed, and will probably hit a tree or some other obstacle.

4. Hit the B button to switch views to the expected landing spot of your shot. Note that this spot shows where the ball will land, NOT where it will stop—depending on how you hit the ball, the shot may roll a significant distance from this spot. (Tip: Click the Right Thumstick to enter camera mode, which allows you to read the terrain and line up your next shot.)
5. Adjust spin and ball trajectory using the Right Thumstick. The red dot on the ball (Ball Hit Point) represents where your club will hit the ball. Notice the shot arc changes as you move the dot. Use this control to hit fades and other curving shots.
6. Toggle an approach shot by hitting the X button. When you do so, the selected club graphic will turn green. Use this button to hit shorter approach shots.
7. Once you are satisfied with the shot, note the suggested power rating next to the club selection graphic.



8. When you are ready to swing, hit the A button. Then, move the Right Thumstick back until the power rating is at the desired level, and push the stick up to swing. Try to move the stick straight up. If you move to the left or right, your shot will hook or slice. If you move the stick back too far—above the desired power rating—simply let it return to the appropriate point before pushing up.

Putting

Putt by moving the gold target using the Left Thumbstick. After you move the target, hit the X button, and a yellow line will show the expected path of the putt (the Preview Line). Try to have the yellow line go directly into the hole. You have 3 putt previews for each shot. In the shot below, there are two previews remaining.



Use the B button to change camera angles. Toggle between the 4 available angles by hitting B repeatedly.

Use the White button to toggle a grid overlay.



Use the Right Thumbstick to change the camera angle if you have trouble seeing the shot. Use the left and right triggers to zoom the camera in both modes, which may help when lining up a putt.



COMPOSURE

In Outlaw Golf players have composure, which reflects mental state. Very good and bad shots affect this rating, which appears as a bar when composure changes.



Low composure makes the game much harder, as the controls become less forgiving and making shots of all sorts becomes more difficult. Similarly, high composure increases the likelihood of a great shot.

Check your composure level at any time by pressing the Left Thumbstick in. Press it again to make the composure meter disappear.

You can recover or improve composure by making a great shot or, more fun, by beating up your caddy. To do so, you need a Beating Token.

You receive tokens throughout the game by accomplishing various tasks, such as birdying a hole. You also start with a beating token in games which use composure.



BEATING UP YOUR CADDY

To attack your caddy, hit the Y Button to enter the Beat Screen and hit the A button, which starts the Beat Slider moving, as shown above. Then, hit A again when the slider is in the small blue band (the Beat Target). Keep doing this, as you can chain up to 5 attacks, each of which restores more composure. Note that there is an indicator below the slider (the Beat Stage Counter), which shows how many attacks you have successfully inflicted. After each successful hit, you will see your character hit the caddy. If you miss, the beating ends. After the beat-down, your composure meter adjusts based on the number of attacks you successfully inflicted.



OTHER FEATURES

Taunts

Taunt other players by hitting the A button during their turns. Note that taunts make the other player's controller shake.

Adjusting the Camera

Use the left and right trigger to zoom in and out. Click the Right Thumbstick to enter camera mode and then use it to orbit the camera around your golfer or target. Click the Right Thumbstick again or hit another button to leave this mode.

Use the B button to switch camera angles.

When the Camera Mode is activated the following icon appears in the lower left corner of the screen:



Note: Using a putter automatically puts you into Camera Mode, so you can use the Right Thumbstick to rotate the camera to line up the putt.

Tip: Click the Right Thumbstick to enter camera mode while the camera is centered on the shot's target (using the B button), which allows you to read the terrain and line up your next shot.

Mulligans, Replays and Gimmies



Mulligans

A mulligan is simply a do-over, which does not count against your score, but your composure is still affected by the shot. Take a Mulligan by hitting the Y button during or after a shot. Remember that Mulligans may not be available in all modes. Also, use the Options menu to set how many Mulligans may be used in a round.

Replays

Use the B button to toggle replay mode. Use the left trigger to speed up the replay and the right trigger to slow it down. Change camera angles during replay by using diagonal directions on the D-Pad. Hit the B button again to exit.

Gimmies

If your shot comes within one foot of the hole, you can take the gimme by hitting the X button. Note that gimmies still cost one stroke.

Help Button

Use the Black button to bring up a help screen wherever you are in the game.

In-game Menu

To access the in-game menu, hit the START button. The following screen will appear:



Use the D-pad to select an option and hit the A Button to accept an option or the B button to exit this screen.

Scorecard

Drop Ball

Options

Give Up

Quit

Choose this to display the current score.

Use this option if you are in a difficult spot on the course. You can drop your ball from the site of your last shot but will be charged a penalty stroke.

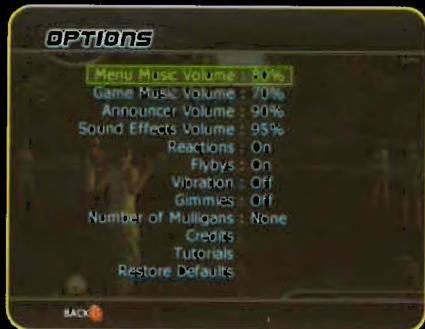
The Options menu is discussed on the next page of this manual. Note that the Options Menu allows you to take the Tutorials.

Skip the hole but take the worst possible score-15 strokes for Stroke play.

Choose Quit to return to the starting screen.

Options

The Options Screen allows you to do everything from changing volume to taking Tutorials.



Menu Music Volume

Change menu music volume.

Game Music Volume

Change game music volume.

Announcer Volume

Change Announcer volume, including Off option.

Sound Effects Volume

Change sound effects volume.

Reactions

Toggle Player reactions after shots On/Off.

Flybys

Toggle hole flybys On/Off.

Vibration

Toggle controller vibration On/Off.

Gimmies

Toggle On/Off.

Number of Mulligans

Select None, 1-18, or Unlimited.

Credits

Lists all the people who worked so hard on the game.

Tutorials

Provides tutorial screens and movies on various game components.

Restore Defaults

Returns all settings to their default status.

TUTORIALS

Outlaw Golf features tutorials which explain every important aspect of the game, from handling your putter to beating your caddy. To access tutorials, hit the START button while in a game and choose Options. From the Options menu choose Tutorials. After doing so, you will see the following screen:



Choose any of the tutorials listed and watch and listen as one of the characters explains the topic chosen.



After the tutorial ends, you will return to the Tutorials screen. Watch another tutorial or hit the B button repeatedly to return to the game.

CREDITS

Developed By Hypnotix, Inc.

Executive Producer

Mike Taramykin

Project Director

Mike Cayado

Programming

Thomas Kirchner
Joe Mayer
Andrew Grabish
Charles Roberts
Rich O'Grady
Frank Force
Colin Byrne

3D Modeling

John Sousa
Rich Diamant
Stuart Zissu
Brandon Yanez

3D Animation

Paul Diaz
Pete Devlin
Mike Yosh
Jim Sinerco
Steve Rivera
Jason Vaughn

2D Art

John Gaertner
Adam Hreha
Sue McLaughlin
Nick Laing
John Trumbull
Joe Miller
Adam Ansorge